```
ec::InputListener
# m eventCallbacks
# m enabled
+ ~InputListener()
+ Inform()
+ Enable()
+ IsEnabled()
+ AddCallback()
+ RemoveCallback()
+ RemoveCallbacksOfType()
+ RemoveAllCallbacks()
+ IsCallbackRegistered()
# InputListener()
# ProcessEvent()
    ec::SceneController
   + SceneController()
   + ~SceneController()
   + GetName()
```